

INSTRUCTIONS FOR VIDEOCART™-14 CARTRIDGE GAMES



**Exclusively for use with
the Fairchild Video
Entertainment System**

FAIRCHILD

On Your Mark

Sonar Search is a classic game of Naval Battle Strategy in which two opposing fleets attempt to sink each other. Strategy and a certain amount of luck are required in order to be the first fleet commander to sink all five of the opposing ships.

Get Set and Go

Beginning the play of Sonar Search.

Insert the Video-Cartridge in the chute and press the RESET button.

Sonar Search is provided in two versions: A one-player version in which the player attempts to locate a hidden fleet before running out of ammunition; and a two-player version in which each player tries to sink his opponent's fleet before his own fleet is destroyed. Pressing Button #1 or #2 will select the number players in a particular game. In order to change from one version to the other, press the RESET button and then Button #1 or #2. Otherwise, each subsequent game will be the version last selected.

1. One-Player Sonar Search

In the one-player version, the Computer will "hide" a fleet of five ships "Somewhere" in the Battle Zone. The player is provided with a "Magazine" load of a randomly generated number between 68 and 94. This constitutes the entire number of shots during his turn of play. He takes one shot at a time attempting to locate the hidden fleet and sink it. The hidden fleet consists of the follow-

ing ships, and the player must score the indicated number of "hits" in order to sink each ship:



1 Destroyer

2 Hits



1 Submarine

3 Hits



1 Cruiser

3 Hits



1 Battlewagon

4 Hits



1 Aircraft Carrier 5 Hits

Each ship in the fleet may be placed in any horizontal or vertical location within the Battle Zone, but never diagonally. The player is provided with a "Cursor" or "Sight" which can be moved to any location within the Battle Zone in order to select the placement of a "Shot." The center dot of the cursor is the actual point being "Aimed" at. The cursor is moved by use of the Hand Controller: Push right on the knob to move the cursor to the right of it's present location, push left on the knob to

move the cursor to the left of it's present location, push forward on the knob to move the cursor up from it's present location or pull back on the knob to move the cursor down from it's present location. When the cursor is located over the point at which a shot is to be taken, push down on the knob to fire the shot. If no ship is presently located at the point fired upon, the display will remain blue. If a ship is present, the display will show a "segment" of the ship, consisting of a large white dot containing a smaller red dot to show that a "hit" has been scored. When all the ship segments have been hit, the segments displayed will be replaced by the silhouette of the ship which has just been sunk. When all five of the ships have been sunk, the display will show all five of the ship silhouettes. If the player runs out of ammunition before sinking all five ships, the five silhouettes will appear, blinking, to indicate that the game is ended. After firing, the cursor will seem to explode after which a series of sonar "ping" sounds may be heard indicating the number of dots from the nearest ship.

2. Two-Player Sonar Search

In the two-player version, the computer will hide differently colored fleets in the Battle Zone. Each player starts out firing "Salvoes" of 8 shots each during his turn attempting to locate and sink his opponent's fleet. Whenever a player has had one of ships sunk, he loses one shot in his next salvo. One shot is lost for each ship sunk, regardless of what kind it is. For example, losing a destroyer counts as much as losing a carrier. After firing

a shot the cursor will seem to explode after which a series of sonar "ping" sounds may be heard indicating the number of dots from the nearest enemy ship. The sonar is not affected by your ships.

There is no limit to the number of turns each player has, so long as he has at least 1 ship still afloat. When all five ships of one fleet or the other have been sunk, the player loses the game. The display will show the winner's fleet, blinking, to indicate the end of the game.

When a ship of the opponent's fleet is hit, the display will show a large white dot to represent that the ship has been hit, and the white dot will contain a smaller dot of the color of the fleet the ship belongs to. The silhouettes for each fleet will be shown in the color of that fleet as each ship is sunk.

A player may not hit his own ship. Thus, if the red player has taken a shot at a particular location, the other player will only know that his own ship(s) are not located there. If a red ship is located there, the other player will only find out by taking a shot at that location.

Sonar Explanation:

When you fire a shot and miss you will hear a number of Sonar "Pings." These "Pings" are a result of an ever widening invisible square which radiates from your firing coordinates pinging at each step as it expands outward. The pinging changes tone and stops when this expanding square contacts an enemy ship.

By counting these pings you can judge the distance an enemy ship is from the last location fired and by "remembering" your previous search you can determine

his approximate direction. By learning to plot your sonar you can add a new depth both in interest and skill to this already fascinating game.

Summary of Control Functions

Console Button #1—Select One-Player Version.

Console Button #2—Select Two-Player Version.

Hand Controller:

Push Down—Fire a shot.

Push Right—Move cursor right.

Push Left—Move cursor left.

Push Forward—Move cursor up.

Pull Backward—Move cursor down.

Have Fun

If you have any questions about this Videocart™* cartridge or your Channel F Video Entertainment System; call the toll free numbers included with your game.

Other exciting Videocart cartridges are available from your Fairchild dealer or, for information, write:

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